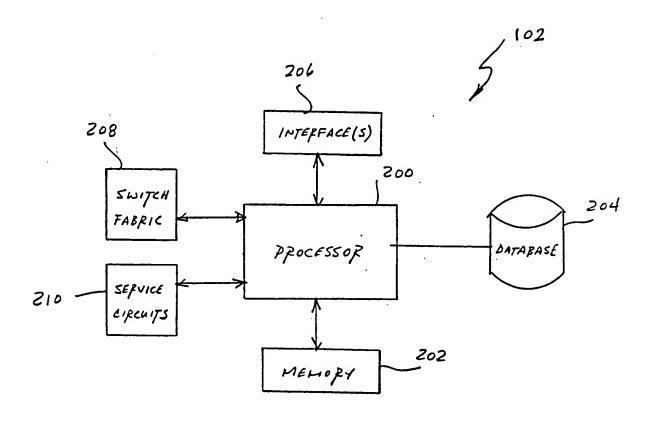


T16.1



F1G. 2

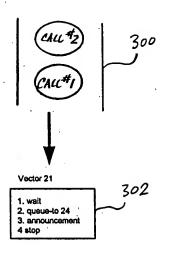
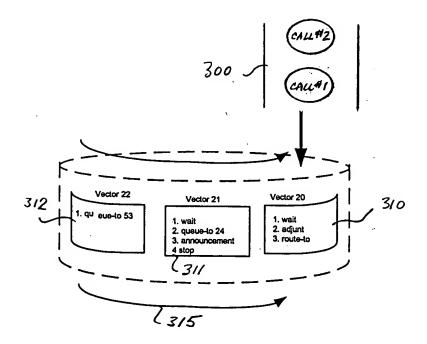
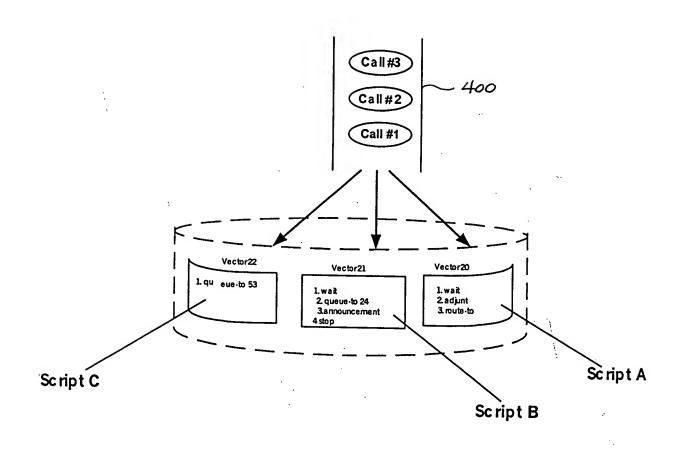


FIG. 3A

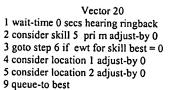


FIG, 3B



F16, 4

5/6



Vector 21 1 wait-time 0 secs hearing ringback 2 queue-to skill 5 pri m

FIG. 5A

display vdn 51234

## VECTOR DIRECTORY NUMBER

Extension: 51234 Name: BSR LEAD

Vector Number: 20 Weight: 1
Vector Number: 21 Weight: 1
Vector Number: Weight:
Vector Number: Weight:
Vector Number: Weight:

Allow VDN Override? n

COR: 1

TN: 1

Measured: both

Acceptable Service Level (sec): 30

VDN of Origin Annc. Extension:

1st Skill: 2nd Skill:

3rd Skill:

FIG. 5B

6/6

Vector 20
1 wait-time 0 secs hearing ringback
2 consider skill 5 pri m adjust-by 0
3 goto step 6 if ewt for skill best = 0
4 consider location 1 adjust-by 0
5 consider location 2 adjust-by 0
9 queue-to best

Vector 21
1 wait-time 0 secs hearing ringback
2 consider skill 5 pri m adjust-by 0
3 goto step 6 if ewt for skill best = 0
4 consider location 3 adjust-by 0
5 consider location 4 adjust-by 0
9 queue-to best

Vector 22 1 wait-time 0 secs hearing ringback 2 queue-to skill 5 pri m

FIG. 6A

display vdn 51234

## VECTOR DIRECTORY NUMBER

Extension: 51234 Name: BSR LEAD

Vector Number: 20 Weight: 1
Vector Number: 21 Weight: 1
Vector Number: 22 Weight: 2
Vector Number: Weight:
Vector Number: Weight:

Allow VDN Override? n

COR: 1

TN: 1

Measured: both

Acceptable Service Level (sec): 30

VDN of Origin Annc. Extension:

1st Skill:

2nd Skill:

3rd Skill:

716,6B